Option Explicit

Attribute VB\_Name = "shapes"

```
End Type
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Public Type ContourSegment x As Double
                     Public Sub scanContours(shape As Object, step As Double, points As ContourSet)
                                                                         End Sub
                                                                                                                                                                                                                                                                                                                                          Public Sub render(shape As Object,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Public Type ContourSet
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              End Type
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Public Type ContourList
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             End Type
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       segments() As ContourSegment
Const gate = 0.1
                                                                                             Next j
                                                                                                                                                                For j = 0 To img.Height - 1
For i = 0 To img.width - 1
                                                                                                                                                                                                                     y0 = img.Height / 2 - 0.5
                                                                                                                                                                                                                                        x0 = img.width / 2 + 0.5
                                                                                                                                                                                                                                                                                             Dim i As Integer, j As Integer Dim x0 As Double, y0 As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                          translationMerit(1) As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                 angleMerit As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        sizeMerit As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             centerOfProjectionY As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      centerOfProjectionX As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               perimeter As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      lists() As ContourList
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     udy As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            udx As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   len As Double
                                                                                                                                                                                                                                                                                                                                                                                                                 translationAngle(1) As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            y As Double
                                                                                                                        Next i
                                                                                                                                            img.Pixel(i, j) = rp.pixelValue(shape.profileCoord(i - x0, y0 - j))
    ' radians
                                                                                                                                                                                                                                                                                                                                          img As Bmp, rp As RenderProfile)
```

Const block = 100

Dim ci As Integer, cn As Integer

Dim si As Long, pn As Long, done As Boolean

Const maxSteps = 100000

```
For ci = 0 To cn - 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ReDim points.lists(cn - 1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  cn = shape.numContours
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Dim perimeter As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Dim ap As Double, an As Double, r As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Dim xn As Double, yn As Double, xp As Double, yp As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Dim x As Double, y As Double, dx As Double, dy As Double, x0 As Double, y0 As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Dim gt As Double, cs As Double, sn As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Dim u As Double, px As Double, py As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    r = Sqr(ap ^2 + an ^2)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     an = shape.profileCoord(x, y + step)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        dy = -ap / r
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     dx = an / r
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ap = shape.profileCoord(x + step, y)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                shape.getContourStart ci, x0, y0
                                                                                                                                                                                                                                                                                                                             Do While Not done And si < maxSteps
                                                                                                                                                                                                                                                                                                                                                                                              done = False
                                                                                                                                                                                                                                                                                                                                                                                                                         ReDim points.lists(ci).segments(block - 1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                              S1 = 0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    y = y0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     x " x0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             ' get starting point, direction
                                                                                                                                                                                            Do While True
                                                                                                                                                                                                                                                           gt = 0.5 * gate
                                                                                                                                                                                                                                                                                          ' rotate gate so contour passes thru
                                                                                                                            sn = Sin(gt)
                                                                                                                                                           cs = Cos(gt)
                                                                                           xp = x + step * (dx \cdot * cs - dy * sn)
                                                              yp = y + step * (dx * sn + dy * cs)
If ap >= 0 Then Exit Do
                             ap = shape.profileCoord(xp, yp)
```

"," & Format(y,

gt = gt + gate

If gt >= pi Then Err.Raise vbObjectError + 200, ,

"Lost contour CCW at (" & Format(x, "0.00") &

an = ap

yn = yp

dx = ux

```
" & Format(y,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            door
                                                                                                                  px = x0 - xpy = y0 - y
                                                                                                                                                                                                              dx = (xp - x) / r
dy = (yp - y) / r
                                                                                                                                                                                                                                                                                xp = xp + (xn - xp) * ap / (ap - an)

yp = yp + (yn - yp) * ap / (ap - an)
                                                                                           u = px * dx + py * dy
                                                                                                                                                                                                                                                             r = Sqr((xp - x) ^2 + (yp - y) ^2)
                                                                                                                                                                                                                                                                                                                                                                                   End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     If an = 0 Then
                                                                   If 0 < u And u <= 1.01 * r Then
                                                                                                                                                                                                                                                                                                                                  ' get next point, distance, direction
                                                                                                                                                                  ' test for done
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  "0.00") & ") after " & si & " steps" pn = pn + 1
                                                                                                                                                                                                                                                                                                                                                                                                          роод
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Do While True
py = py - u * dy
If Sqr(px ^ 2 + py ^
                                             px = px - u * dx
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     If gt <= -pi Then Err.Raise vbObjectError + 200, , "Lost contour CW at (" & Format(x, "0.00")
"0.00") & ") after " & si & " steps"</pre>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                            yp = yn
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     yn = y + step * (dx * sn + dy * cs)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       sn = Sin(gt)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                cs = Cos(gt)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      gt = gt - gate
                                                                                                                                                                                                                                                                                                                                                                                                                                 pn = pn + 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    ax = dx
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  an = shape.profileCoord(xn, yn)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               xn = x + step * (dx * cs - dy * sn)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           If an < 0 Then Exit Do
 2) <= step / 2 Then
```

```
Public Sub computeMerit(contours As ContourSet)
                                        End Sub
                                                                                                                  End If
Next ci
                                                                           points.perimeter = perimeter
                                                       pn = pn + 2 * si +
                                                                                                                                                                                                                                                       door
                                                                                                                                                                                                                                 ReDim Preserve points.lists(ci).segments(si -
                                                                                                                                                                                             If Not done Then
                                                                                                                                                                                                                                                                        dK = Ab
                                                                                                                                                                                                                                                                                                                                                                                            .udy = dy
End With
                                                                                                                                                       Err.Raise vbObjectError + 201, ,
                                                                                                                                                                         ' logic error in algorithm
                                                                                                                                                                                                                                                                                           dx = x
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            With points.lists(ci).segments(si)
                                                                                                                                                                                                                                                                                                                  Si = Si + 1
                                                                                                                                                                                                                                                                                                                                  perimeter = perimeter + r
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      End If
                                                                                                                                                                                                                                                                                                                                                       update stats
                                                                                                                                                                                                                                                                                                                                                                                                                                .len = r.udx = dx
                                                                                                                                                                                                                                                                                                                                                                                                                                                                      .у = у
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            .
|
|
|
|
|
                                                                                                                                                       "Can't find end of contour"
```

If si > UBound(points.lists(ci).segments) Then

ReDim Preserve points.lists(ci).segments(si -

1 + block)

write next point

End If

done = True End If

dx = (xp - x) / rdy = (yp - y) / r

 $r = Sqr((xp - x) ^2 + (yp - y) ^2)$ 

0x = dx

yp = y0

Dim ci As Long, si As Long, d As Integer

```
contours.centerOfProjectionX = (Src * Ss2 - Srs * Scs) /
contours.centerOfProjectionY = (Srs * Sc2 - Src * Scs) /
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          r = Sc2 * Ss2 - Scs ^ 2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Next ci
                                                                                                                                                                                                                                      For ci = 0 To UBound(contours.lists)
                                                                                                                                                                                                                                                                                                                                                  Next d
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              ' compute sine and cosine tables
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          For ci = 0 To UBound(contours.lists)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ' center of projection
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Dim Strans(179) As Double, csTab(179) As Double, snTab(179) As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Dim Sdot As Double, Scross As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Dim Src As Double, Srs As Double, Ss2 As Double, Sc2 As Double, Scs As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Dim x As Double, y As Double, r As Double, t As Double, cs As Double, sn As Double
                                                                                                                                                                                                                                                                         figures of merit
                                                                                                                                                                                                                                                                                                                                                                                                             csTab(d) = Cos(t)
                                                                                                                                                                                                   For si = 0 To UBound(contours.lists(ci).segments)
                                                                                                                                                                                                                                                                                                                                                                              snTab(d) = Sin(t)
                                                                                                                                                                                                                                                                                                                                                                                                                                              t = d * degToRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Next si
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    For si = 0 To UBound(contours.lists(ci).segments)
                                                                                                                                                                  With contours.lists(ci).segments(si)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   With contours.lists(ci).segments(si)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               End With
                                                             x = .x + .udx * .len / 2 - contours.centerOfProjectionX

y = .y + .udy * .len / 2 - contours.centerOfProjectionY
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                cs = .udy
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Scs = Scs + .len * cs * sr
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Ss2 = Ss2 + .len * sn * sn
Sc2 = Sc2 + .len * cs * cs
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Srs = Srs + .len * r * sn
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Src = Src + .len * r * cs
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   r = (.x + .udx *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    sn = -.udx
  Scross = Scross + .len * Abs(x *
                                Sdot = Sdot + .len * Abs(x * .udy - y * .udx)
                                                                                                                                   ' angle and size
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   .len / 2) *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   cs + (.y + .udy * .len / 2) * sn
.udx + y * .udy)
```

contours.angleMerit = Scross
contours.sizeMerit = Sdot

Next ci

Next si

End With

Next d

'translation For d = 0 To 179

Strans(d) = Strans(d) + .len \* Abs(csTab(d) \* .udy - snTab(d) \* .udx)

For d = 0 To 1

contours.translationMerit(d) = Strans(0)

translation figures of merit

```
Public Sub drawContours(cs As ContourSet, dsply As Display)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          End Sub
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Next d
                                                                                                                                                                                                                                                                           For ci = 0 To UBound(cs.lists)
                                                                                                                                                                                                                                                                                                                                            Dim x1 As Double, y1 As Double
                                                                                                                                                                                                                                                                                                                                                                              Dim tblt As New tablet
                                                                                                                                                                                                                                                                                                                                                                                                               Dim ci As Long, si As Long
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     For d = 1 To 179
                                                                                                                                                                                                                                        x1 = cs.lists(ci).segments(UBound(cs.lists(ci).segments)).x
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      If Strans(d) < contours.translationMerit(0) Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        contours.translationAngle(d) = 0
                                                                                                                                                                                                    y1 = cs.lists(ci).segments(UBound(cs.lists(ci).segments)).y
                                                                                                                                                                  For si = 0 To UBound(cs.lists(ci).segments)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ElseIf Strans(d) > contours.translationMerit(1) Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                contours.translationMerit(0) = Strans(d)
End With
                                                                                                                                 With cs.lists(ci).segments(si)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        contours.translationAngle(1) = d
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              contours.translationMerit(1) = Strans(d)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            contours.translationAngle(0) = d
                                                                  <u>×</u>1 =
                                                                                             tblt.DrawLine x1, y1, .x, .y, vbGreen
```

dsply.DrawSketch tblt, ClientCoordinates
End Sub

Next ci

Next si

```
End Function
                                      Public Function rmod(x As Double, m As Double) As Double
                                                                                  End Function
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Public Function atan2(y As Double, x As Double) As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       Public Const degToRad = twopi / 360
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Public Const halfpi = pi / 2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Public Const twopi = 2 * pi
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Option Explicit
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Attribute VB_Name = "vbMath"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Public Const pi = 3.14159265358979
                                                                                                                                                                                                                                                                                                                                                Else
                rmod = x - Int(x / m) * m
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    If y > x Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     If x = 0 And y = 0 Then Exit Function
                                                                                                      End If
                                                                                                                          atan2 = twopi + Atn(y '/ x)
End If
                                                                                                                                                                                                                                                                                                                                                                   atan2 = halfpi - Atn(x / y)
End If
                                                                                                                                                                                                                                                     atan2 = 1.5 * pi + Atn(x / -y)
ElseIf y >= 0 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                       If -y > x Then
' 135 - 225
                                                                                                                                                                                                                                                                                                   If -y > x Then
' 225 - 315
                                                                                                                                                                                                                                                                                                                                                                                                                                                   atan2 = pi - Atn(y / -x)
                                                                                                                                                                                                              atan2 = Atn(y / x)
                                                                                                                                                                                                                                      ' 0 - 45
                                                                                                                                                                                                                                                                                                                                                                                                           1 45 - 135
                                                                                                                                                                      1315 - 0
```

End Function

Public Function smod(x As Double, m As Double) As Double

smod = rmod(x + m / 2, m) - m / 2

```
Public Function splitmod(lo As Double, hi As Double, m As Double) As Double
splitmod = rmod(lo + smod(hi - lo, m) / 2, m)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        End Function
Option Explicit
                         Attribute VB_Exposed = False
                                                      Attribute VB_PredeclaredId = False
                                                                                Attribute VB_Creatable = True
                                                                                                        Attribute VB_GlobalNameSpace = False
                                                                                                                                       Attribute VB_Name = "RenderProfile"
                                                                                                                                                                                                                                                                                                                                                                        VERSION 1.0 CLASS
                                                                                                                                                                                                                                                                                                                                                                                                                                      End Function
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Public Function limit(x As Variant, lo As Variant, hi As Variant) As Variant
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Public Function max(a As Variant, b As Variant) As Variant
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      End Function
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Public Function min(a As Variant, b As Variant) As Variant
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        End Function
                                                                                                                                                                                                                                                                                                           MultiUse = -1
                                                                                                                                                                                                 MTSTransactionMode
                                                                                                                                                                                                                           DataSourceBehavior
                                                                                                                                                                                                                                                        DataBindingBehavior = 0
                                                                                                                                                                                                                                                                                    Persistable = 0 'NotPersistable
                                                                                                                                                                                                                                                                                                                                                                                                                                                              End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               ElseIf x >= hi Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        If x \le lo Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  If a > b Then max = a Else max = b
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  If a < b Then min = a Else min = b
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    limit = hi
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           limit = x
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           limit = lo
                                                                                                                                                                                                'NotAnMTSObject
                                                                                                                                                                                                                             'vbNone
                                                                                                                                                                                                                                                      'vbNone
```

Public sigmoid As Double
Public background As Double
Public contrast As Double
Public noise As Double

```
End Function
                                                                                                                                                                                                                            VERSION 1.0 CLASS
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 End Function
Attribute VB_GlobalNameSpace = False
                     Attribute VB_Name = "FanShape"
                                                                                                                                                                                                                                                                                                                                                                                                                                              Public Function pixelValue(profileCoord As Double) As Byte
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Public Function realIntensity(profileCoord As Double) As Double
                                                                        MTSTransactionMode
                                                                                                                                                                             MultiUse = -1 'True
                                                                                                 DataSourceBehavior
                                                                                                                        DataBindingBehavior = 0
                                                                                                                                                  Persistable = 0 'NotPersistable
                                                                                                                                                                                                                                                                                                                                         If z < 0 Then z = 0
If z > 255 Then z =
                                                                                                                                                                                                                                                                                                                                                                                                                     Dim z As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Dim a As Double
                                                                                                                                                                                                                                                                                                                pixelValue = z
                                                                                                                                                                                                                                                                                                                                                                                         z = realIntensity(profileCoord) + 0.5
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           If sigmoid = 0 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 realIntensity = background + contrast / (1# + Exp(-a))
End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  realIntensity = background + (Sgn(profileCoord) + 1) / 2 * contrast
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Else
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ElseIf a >= 20 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        If a <= -20 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               a = profileCoord / sigmoid
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         realIntensity = background + contrast
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            realIntensity = background
                                                                                                                                                                                                                                                                                                                                              255
                                                                                                                         'vbNone
                                                                        'NotAnMTSObject
                                                                                                 'vbNone
```

Attribute VB\_Creatable = True
Attribute VB\_PredeclaredId = False
Attribute VB\_Exposed = False
Option Explicit

Const bladeNum = 4

Private Type BladeParams
azimuth As Double
width As Double
skew As Double
spiral As Double
End Type

start of blade at outer radius, degrees

width of blade, degrees

' azimuth difference, outer to origin, degrees

' center to edge radius difference, fraction of outer radius

Private Type FanParams
outerRad As Double
innerRad As Double
round As Double
blades(bladeNum - 1) As BladeParams
holeInnerRad As Double
holeOuterRad As Double
holeThickness As Double

Private Type BladeData skew As Double center As Double widthSkew As Double zoneWidth As Double zoneLow As Double high As Double low As Double spiral As Double halfWidth As Double holeRadT As Double holeZoneT As Double lowSkew As Double holeOuterRound As Double holeInnerRound As Double bladeRound As Double hubRound As Double

```
End Type
```

Private paramsChanged As Boolean

Private params As FanParams

Private outerRad As Double

innerRad As Double

```
Private Sub loadFanData(fp As FanParams)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Private holeRadR As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Private holeZoneRLow As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      Private
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Private
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Dim k As Integer, knext As Integer, kprev As Integer
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         blades(bladeNum - 1) As BladeData
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          holeCenterR As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               holeZoneRHigh As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              For k = 0 To bladeNum - 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        holeRadR = (.holeOuterRad - .holeInnerRad) / 2 * outerRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             holeCenterR = (.holeInnerRad + .holeOuterRad) / 2 * outerRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             holeZoneRHigh = (.holeOuterRad + 1) / 2 * outerRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    holeZoneRLow = .holeInnerRad / 2 * outerRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                innerRad = .innerRad * outerRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   outerRad =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           With blades(k)
                                                                                                                                                                                      If .holeRadT > 0 Then
                                                                                                                                                                                                                                                          .spiral = fp.blades(k).spiral / .halfWidth * outerRad
                                                                                                                                                                                                                                                                                                       .skew = .skew / outerRad * degToRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  .skew = fp.blades(k).skew
                                                                                                                                                                                                                          .holeRadT = fp.holeThickness * .halfWidth
                                                                                                                                                                                                                                                                                                                                            .center = rmod(.low * degToRad + .halfWidth, twopi)
                                                                                                                                                                                                                                                                                                                                                                                .halfWidth = fp.blades(k).width * degToRad / 2
                                                                                                                                                                                                                                                                                                                                                                                                                        .high = fp.blades(k).width + .low
                                                                                                                                                                                                                                                                                                                                                                                                                                                        low = fp.blades(k).azimuth - .skew
bladeRound = min(fp.round, min((outerRad - innerRad) / 2, .halfWidth * outerRad))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   .outerRad
                                                                         .holeZoneT = 0
                                                                                                                                                   .holeZoneT = (.holeRadT + .halfWidth) / 2
```

```
End Sub
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           End Sub
                                                                                                                                                                                                                                                                                                                                                                                                                   Public Function profileCoord(x As Double, y As Double) As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Private Sub getFanData()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    innerRad *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   innerRad / 2))
                                                                                                                                                                                                                                                                                                                                                                                     Dim k As Integer
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           End With
                                                                                                                                                                                                                                            getFanData
                                                                                                                                                                                                                                                                                                               Dim rh As Double, rp As Double, a As Double
                                                                                                                                                                                                                                                                                                                                                 Dim r As Double, t As Double, u As Double, v As Double, round As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               It paramsChanged Then
                               For k = 0 To bladeNum - 1
                                                            figure out which blade to make
                                                                                                                                  = atan2(y, x)
                                                                                                                                                                  = Sqr(x ^2 + y ^2)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Next k
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          paramsChanged = False
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           loadFanData params
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      For k = 0 To bladeNum - 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Next k
With blades(k)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              .skew) - (blades(kprev).center + blades(kprev).halfWidth + innerRad * blades(kprev).skew), twopi), 0)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            End With
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  With blades(k)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             kprev = (k - 1 + bladeNum) Mod bladeNum
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 knext = (k + 1) Mod bladeNum
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         .holeInnerRound = min(fp.round, min(holeRadR, .holeRadT * fp.holeInnerRad * outerRad))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      .zoneLow = splitmod(blades(kprev).high, .low, 360) * degToRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           .holeOuterRound = min(fp.round, min(holeRadR,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   .widthSkew = (.skew + blades(knext).skew) / 2 - .lowSkew
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     zoneWidth = rmod(splitmod(.high, blades(knext).low, 360) * degToRad - .zoneLow, twopi)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  hubRound = min(fp.round, min((outerRad - innerRad) / 2, max(smod((.center - .halfWidth +
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         lowSkew = (.skew + blades(kprev).skew) / 2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              .holeRadT *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           fp.holeOuterRad * outerRad))
```

```
With blades(k)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        If k = bladeNum Then Err.Raise vbObjectError + 100, , "Bad blade detection logic"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Next k
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             If t >= 0 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         rp = r - t * .spiral
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    t = smod(t - .center, twopi)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          End With
                                                                                                                         Else
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            If holeZoneRLow < rp And rp < holeZoneRHigh And t < .holeZoneT Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          ' "<" instead of "<=" so hole can be disabled
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      t = t - r * .skew
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           determine zone and distance from edge
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               get blade relative azimuth
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     round = .hubRound
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            round = blades((k + 1) Mod bladeNum).hubRound
                                                                                                                                                                                                                                                                                                                                      v = r * t - (r * .holeRadT - round)
If u > 0 And v > 0 Then
                                                        v = r * t - (r * .halfWidth - .bladeRound)
                                                                                        u = rp - (outerRad - .bladeRound)
                                                                                                                                                                                                                                                                           ElseIf rh - holeRadR >= r * (t - .holeRadT) Then
                                                                                                                                                                                                                                                                                                                                                                                                  u = rh - (holeRadR - round)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   rh = rp - holeCenterR
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     -t
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              If rmod(t - (.zoneLow + r * .lowSkew), twopi) < .zoneWidth + r * .widthSkew Then Exit For
                           If u > 0 And v > 0 Then
                                                                                                                                                                                                                    Else
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     If rh >= 0 Then
                                                                                                                                                                                                                                             a = rh - holeRadR
                                                                                                                                                                                a = r * (t - .holeRadT)
                                                                                                                                                                                                                                                                                                      a = Sqr(u ^2 + v ^2) - round
                                                                                                                                                                                                                                                                                                                                                                                                                                                             round = .holeInnerRound
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               rh = -rh
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        round = .holeOuterRound
a = .bladeRound - Sqr(u ^ 2 + v ^ 2)
```

**Else** 

u = r - (innerRad + round)

```
End Property
                                                                                                                                                              End Property
                                                                                                                                                                                                                                                                       End Sub
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                End Function
Public Property Let outerRadius(ByVal vNewValue As Double)
                                                                                                     Public Property Get outerRadius() As Double
                                                                                                                                                                                                             Public Property Get numBlades() As Variant
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Public Sub render (img As Bmp, rp As RenderProfile)
                                                                                                                                                                                                                                                                                             Next i
Next j
                                                                                                                                                                                       numBlades = bladeNum
                                                                              outerRadius = params.outerRad
                                                                                                                                                                                                                                                                                                                                                                                                                            y0 = img.Height / 2 - 0.5
                                                                                                                                                                                                                                                                                                                                                                                                                                                    x0 = img.width / 2 + 0.5
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          profileCoord = a
                                                                                                                                                                                                                                                                                                                                                                                                   For j = 0 To img.Height - 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Dim x0 As Double, y0 As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Dim i As Integer, j As Integer
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               End With
                                                                                                                                                                                                                                                                                                                                                                      For i = 0 To img.width - 1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        End If
                                                                                                                                                                                                                                                                                                                                                img.Pixel(i, j) = rp.pixelValue(profileCoord(i - x0, y0 - j))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ElseIf r - innerRad >= r * (t - .halfWidth) Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      ElseIf rp - outerRad >= r * (t - .halfWidth) Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Else
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         If u < 0 And v < 0 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  v = r * t - (r * .halfWidth + round)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          a = outerRad - rp
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             a = Sqr(u ^2 + v ^2) - round
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         a = r * (.halfWidth - t)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          a = innerRad - r
```

```
End
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          End Property
                                                                                                         End Property
                                                                                                                                                                                                               Public Property Get width(bn As Integer) As Double
                                                                                                                                                                                                                                                                                                                                                                                               Public Property Let azimuth(bn As Integer, ByVal vNewValue As Double)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Attribute azimuth.VB_Description = "Azimuth of blade bn in degrees"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Public Property Get azimuth(bn As Integer) As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Public Property Let cornerRound(ByVal vNewValue As Double)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Attribute cornerRound.VB_Description = "Corner radius, absolute units"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     End
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Public Property Get innerRadius() As Double
                                   Public Property Let width(bn As Integer, ByVal vNewValue As Double)
                                                                                                                                                                                 Attribute width.VB_Description = "Width of blade bn in degrees"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Public Property Get cornerRound() As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Public Property Let innerRadius(ByVal vNewValue As Double)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Attribute innerRadius.VB_Description = "Radius of fan hub, fraction of outer radius"
                                                                                                                                                                                                                                                                                        Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            azimuth = params.blades(bn).azimuth
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             cornerRound = params.round
                                                                                                                                            width = params.blades(bn).width
                                                                                                                                                                                                                                                                                                                                                                params.blades(bn).azimuth = rmod(vNewValue, 360)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              paramsChanged = True
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 params.round = max(vNewValue, 0)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 paramsChanged = True
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    params.innerRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                innerRadius = params.innerRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             paramsChanged = True
params.blades(bn).width = limit(vNewValue,
                                                                                                                                                                                                                                                                                                                             paramsChanged = True
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  params.outerRad = max(vNewValue, 0)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    = limit(vNewValue, 0, 1)
    0, 360)
```

End Property

paramsChanged = True

```
End
                                                                                                                                                           End Property
                                                                                                                                                                                                                                            Attribute holeOuterRadius.VB_Description =
                                                                                                                                                                                                                                                                                Public Property Get holeOuterRadius() As Double
                                                                                                                                                                                                                                                                                                                                                                End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Public Property Let holeInnerRadius(ByVal vNewValue As Double)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 Attribute holeInnerRadius.VB_Description = "Fraction of outerRadius"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Public Property Get holeInnerRadius() As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Public Property Let spiral(bn As Integer, ByVal vNewValue As Double)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Attribute spiral.VB_Description = "Outer blade edge radial difference"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Public Property Let skew(bn As Integer, ByVal vNewValue As Double)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Attribute skew.VB_Description = "Blade skew (hub to circumference offset) in degrees"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Public Property Get skew(bn As Integer) As Double
                                                                             Public Property Let holeOuterRadius(ByVal vNewValue As Double)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Public Property Get spiral(bn As Integer) As Double
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Property
                                                                                                                                                                                                                                                                                                                                                                                                                                            params.holeInnerRad = limit(vNewValue, 0, 1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  spiral = params.blades(bn).spiral
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              skew = params.blades(bn).skew
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            holeInnerRadius = params.holeInnerRad
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               paramsChanged = True
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        params.blades(bn).spiral = limit(vNewValue, -0.5, 0.5)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         paramsChanged = True
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                params.blades(bn).skew = limit(vNewValue, -90, 90)
                                         params.holeOuterRad = limit(vNewValue, 0, 1)
                                                                                                                                                                                                     holeOuterRadius = params.holeOuterRad
                                                                                                                                                                                                                                                                                                                                                                                                          paramsChanged = True
paramsChanged = True
                                                                                                                                                                                                                                              "Fraction of outerRadius"
```

Public Property Get holeWidth() As Double
Attribute holeWidth.VB\_Description = "Width of holes, fraction of blade widths"

holeWidth = params.holeThickness

End Property

```
End Property
                                                                  y = r * Sin(t)
End Sub
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              End
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               End Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Public Sub getContourStart(i As Integer, x As Double, y As Double)
                       Private Sub Class_Initialize()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Public Property Get numContours() As Integer
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Public Property Let holeWidth(ByVal vNewValue As Double)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    numContours = 1
End If
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Property
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        params.holeThickness = limit(vNewValue, 0, 1)
                                                                                                                  x = r * Cos(t)
                                                                                                                                          t = blades(k).center + r * blades(k).skew
                                                                                                                                                                                          End Select
                                                                                                                                                                                                                                                                                                                                                                                     Select Case i
                                                                                                                                                                                                                                                                                                                                                                                                            getFanData
                                                                                                                                                                                                                                                                                                                                                                                                                                                              Dim r As Double, t As Double, k As Integer
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  If params.holeThickness > 0 Then
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               paramsChanged = True
Dim i As Integer
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           numContours = 5
                                                                                                                                                                                                                                                              Case 1 To 4
                                                                                                                                                                                                                                                                                                                                                                 Case 0
                                                                                                                                                                                                                                         r = holeCenterR + holeRadR
                                                                                                                                                                                                                                                                                                                                       r = outerRad
```

```
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```

```
With params
.outerRad = 128
.innerRad = 0.2
.round = 6
.holeInnerRad = 0.5
.holeOuterRad = 0.8
.holeThickness = 0.33
For i = 0 To bladeNum - 1
With .blades(i)
.azimuth = (i + 0.25) * 360 / bladeNum
.width = 360# / (2 * bladeNum)
.skew = 0
.spiral = 0
End With
paramsChanged = True
End Sub
```

SCANNED, # /8